



Showstopper



Alex Wirges & David Lapp



DEADLANDS

SHOWSTOPPER

BY ALEX WIRGES AND DAVID LAPP

Credits & Acknowledgements

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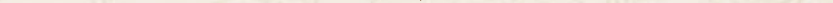
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... were the citizens of Gomorra, citizens who trusted me.

lf against an awning post. She fumbled for more shells,

g them to slip as she reloaded. Two more blasts, two m
staggered and fell. Still the nightmares kept coming.

evil has the face of Ixtl' Haxlay, but what was that

mon? why, oh why, did he bring

before he could divulge its contents. His assistant, Valérie Bonnet, had left the day before and Clément

GOMORRA

Fear Level: 4

Between Shan Fan and Devil's Armpit is a little mining town called Gomorra. The town wasn't marked on any map until recently, when a wave of violence and dark forces turned it into one of the most dangerous places to visit in the Weird West—which is really saying something.

Gomorra is aptly nicknamed "Doomtown" because most of the poor souls who visit quickly leave in a pine box. Doomtown even experienced the eruption of a powerful demon called Knicknevin, who slew all but twelve of its original inhabitants. Folks trickled back after that, lured by the promise of rich ghost rock veins and cheap land. But here and there, blood and brimstone still dirty the walls.

Fast forward to today. A couple weeks back, a circus called The Fourth Ring came to town. At first it was a bright spot in a dismal place, but it wasn't long before a plague called the Blight hit the citizens of Gomorra.

With a successful Streetwise roll, the local Law Dogs have tracked the plague back to the traveling circus. With a raise, the Streetwise hero hears those who expire from the Blight return as walking dead.

BIG BANGS

Ivor knows the gig is up, but he's got a plan for everything—including this. His pagliaccios (brainwashed clowns) have explored the labyrinth of mines beneath Gomorra and planted bundles of dynamite throughout!

The Ringmaster now has the pagliaccios and hordes of blighted waiting beneath the dirt for his signal. It comes at the start of this adventure, blowing open entrances to the streets of Gomorra where his legions spill forth to raise Hell.

Fortunately, the heroes of Doomtown—including your posse—are on hand to deal a little Hell of their own...

LIGHTING THE FUSE

The posse is in Gomorra, relaxing after their latest escapades. Maybe they're having a drink at Charlie's Place or playing billiards at the Highbinder Hotel (where we recommend they're lodged). Whatever they're up to, the early evening calm is soon broken by a series of subterranean explosions that crack open the earth and rock the foundations of Doomtown itself.

Read the following aloud:

"You hear a loud but curiously muffled explosion, as if from underground. Then another and another. You gaze to the town square and see a tunnel has been blasted outward. Deformed creatures, barely recognizable as once human, come pouring out of the hole like blood from an open wound. They look like the walking dead of Tombstone Epitaph repute, but are covered in oozing sores and weeping buboes.

The not-so-good people of Gomorra cry out in terror and run in all directions. You see a rail worker, screaming as he tries to save a woman in a black dress. "It's okay ma'am, you're safe now," he screams to the defeated lady. But before either can escape, the horrible creatures tear into them and rip them to shreds.

An army of walking dead pour onto Main Street like a flash flood.



The Curtain Rises

Read the following aloud:

"You can hardly get your bearings before more explosions rip through the town, causing the ground to rumble and crack. The undead continue to spew upwards from the cracks and rush toward the citizens of Gomorra. Pockets of more able citizens fight for their lives here and there, but they're outnumbered and losing quickly. Through the cacophony of screams and explosions is the faint whisper sound of mad cackling."

Fighting the Blighted

One group of walking dead erupts from the ground a few yards from the posse at the Highbinder Hotel, the crack is deep enough that anyone who would venture in would likely find themselves becoming one of the blighted before they find another way out. The horde consists of four blighted and two of Ivor's clowns, the brainwashed pagliaccios.

- **Blighted (4):** See page 13.
- **Pagliaccio (2):** See page 17.

A GRAND ENTRANCE

As the last of these horrors fall, the posse sees a large group of blighted march straight for the orphanage! They also see a new threat—a giant demon is tearing through buildings down the streets!

If the posse decides to defend the orphanage, move to **Siege of the Orphanage**.

If they move to fight the demon, go to **Bright Light, Dark Heart**.

Siege of the Orphanage

Read the following aloud:

A horde of Hawley's horrors head straight to the orphanage, eager to wreak havoc on Gomorra's most innocent.

Gunshots blaze from the doorway. You see three unlikely allies blasting away at the blighted—Deputy Lucy Clover, the outlaw know as Sloane, and caretaker Willa Mae. Another, Xui Yin Chen, battles hand-to-hand in the street. They've done



A GRAND ENTRANCE

bloody work on their attackers but the hordes just keep coming.

You see children peering down from the second floor windows, fear on their wide eyes.

A moment later, Sloane yells out “I’m empty!” echoed quickly by Deputy Clover. “Me too. Get in here, Chen!”

Perhaps sensing the lull, a large group of blighted some 30 yards distant suddenly turn their attention to the orphanage. Sloane sees them as she covers Chen’s retreat with her last round, then looks over at the party: “What are you waitin’ for? Get in here... help us protect these young ‘uns!”

The heroes should go inside to help protect the children. If they decide to fight outside, they can, it’s just a tougher fight as the blighted can surround them and take advantage of the Gang Up bonus.

Either way, as soon as they decide, a leader emerges amid the horde. Read the following:

A plump man with a thick handlebar mustache and thin head of hair emerges at the head of the blighted. He sings a cheerful song: “Meat and souls, meat and souls. O’er to the orphanage we go!”

The blighted dance behind him – moving in rhythm to the stout man’s voice. They drool and growl, hungry for blood.

The four women (Lucy, Sloane, Willa Mae, and Chen) hold off the main horde at the door. It’s up to the player characters to keep the rest from breaking in the windows – including the mustachiod man, Dr. Karl Odett.

As you enter the orphanage, the elderly woman pushes a cupboard in front of the door with surprising strength.

“The children are upstairs. Help us keep these monsters out!” It’s not a request.

Sloane winks at you, then empties a bookshelf and moves it to further block the door. “Never was much of a reader anyway,” she smiles.

Defending the Orphanage

Each round, a d4–1 blighted attempt to break in *each* of the four windows. Moving in or out of a window costs them 2” of movement, but they’re blocked as long as an unShaken foe stands on the other side.

This continues until Odett is Incapacitated, which requires a called shot to the noggin that kills him.



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The mustache-twirling villain stands at the front of the house behind the horde, guiding their actions and keeping reinforcements from the larger group roaming about town until he's put down or chased off.

🕒 **Karl Odett (The Mustachioed Man):** See page 17.

• **Blighted (12):** See page 13.

🕒 **Sloane:** See page 20.

These People Sure Ask a Lot

Once the Mustachiod Man is a smear on Gomorra's blood-stained earth and the posse has ensured the safety of the children, Deputy Lucy Clover approaches. She puts an extra round into a blighted who wasn't quite dead yet and blows the smoke off her Winchester.

"Appreciate the help, amigos. There might be few less little ones upstairs without your help."

"If you're up for the finale to this shindig, Sheriff Abram could use a hand. He's been working on a plan to take these clowns down for good."

Lucy looks at one of the dead clowns nearby and almost laughs.

"It's the circus, you see. They didn't just bring a plague like you might have heard. They're somethin'...else. I guess you figured that out by now."

Anyway, you'll find Abran at the Sheriff's Office. Better go pronto if you're keen to help – he's about to make his move. Me and my good 'friend' Ms. Sloane here'll finish off the stragglers in town."

If the posse didn't make the Streetwise roll at the beginning of the tale, Lucy can fill them in real quick, giving them the skinny on the Fourth Ring, Ivor, and the Blight.

Once the posse is ready to move on, advance to **Showstopper**.

Bright Light, Dark Heart

The impossibly large demon tearing through town is hard to miss. This is Tyxarglenak in his giant form, enlarged by the "Essence of Armitage," a magical orb that holds the spirit of yet another demon.

A massive monster tears through Gomorra. It stands 30 ft tall, nearly 10 ft above most of the buildings it seems intent on demolishing. Its horns alone are bigger than most men, and a green glow emanates from the orb on its chest.

The horror stops briefly as you approach and glares menacingly. Behind it, St. Anthony's Chapel burns, bathing it in a halo of brilliant Hellfire."

Tyxarglenak is transformed to his Size +8 state (see page xxx). Any adventurer who makes a Notice roll at -2 sees the face of a different demon in the orb. The Essence of Armitage orb is -4 to hit and Toughness 10, but Tyxarglenak uses the buildings and rubble to protect itself and hinder his attackers, so be creative as you describe the mayhem! Remember, he's usually quite small and used to hiding!

Once the orb is destroyed, the demon transforms down to his normal size and slips away.

🕒 **Tyxarglenak:** See page 17.

The Bigger They Are

After the players defeat the demon read the following aloud:

"The demon shrinks quickly, bones and muscle shifting and popping grotesquely behind a green mist that rises about his sizzling form. The tiny thing vanishes somewhere in the vapors."

You consider chasing the gremlin down when a different figure catches your attention. Standing in front of the smoldering church is a woman with long dark hair and a shotgun. She approaches, and you see the glint of metal on her shirt."

"Name's Wendy, I'm a deputy here in Gomorra. We've got a plan to put an end to this madness and could use a little extra muscle. If you're willing to give a little more, reload and talk to Sheriff Abram at the Sheriff's Office. I'll catch up with you when I can."

Wendy gives you directions to the Sheriff's Office, then heads toward the circus on the edge of town, which seems oddly untouched by the disaster."

If the Posse follows Wendy move to **Showstopper – Assault on the Circus**.

SHOWSTOPPER

The windows of the Sheriff's Office are boarded and a dim light seeps through the cracks in the wood. Hurried movement breaks the illumination and faint murmurs can be heard from within.

"You have arrived at the Sheriff's Office. As you approach you find yourself stepping over the bodies of the undead – as well as a couple of creepy clowns (are there any other kind?). The building is sealed shut – the only way you're getting in is to knock."

The doors and shutters are locked. Attempts to enter by force are met with the business end of a pearl handed revolver as Abram bursts out the front door.

"The deputies are handlin' the blighted. I'm working on bigger..." he barks before realizing the posse aren't another group of citizens looking for help.

"Sorry. Everyone's asking for help but we've got an idea that can end this once and for all. If you're handy with them irons I could sure use your help. Come inside."

Once you've all crossed the threshold he bars the door. Some citizens huddle in a corner, a family with a couple of children – the father's eyes staring off in the distance as he silently sobs. A woman with amethyst hair and glasses is hunched over a table, buried in a map of Gomorra and an ancient text. Sitting at the table is an older man, with white hair and a white beard. He's clean cut and well-dressed, pouring over notes written on ragged paper at rapid pace.

"This is Valeria Batten," Abram motions toward the woman. *"She worked for Ivor and his circus until he killed her partner in cold blood. She has a book that spills a few beans on this Ivor feller."*

Abram then motions to the older gentleman. *"This is Louis Pasteur, a scientist. He's been studying the outbreak since it began and traced it to Hawley's circus. As I'm sure you've seen out there, it's more than just a plague though. It's a goldang apocalypse. And it might just be the key to defeating that freak."*

Valeria tells the posse about an ancient text, known as the *De Annulos Mysteriis*, which predicted a mysterious organization called "The Fourth Ring."

Though the book is written in multiple languages, many of which are rambling and mad, Valeria has managed to decipher and confirm that the Ringmaster of the Fourth Ring is Ivor Hawley. (At

least this incarnation of the Ringmaster – the book seems to hint that there are others!) Hawley has the ability to turn the living into "pagliaccios," or clowns. Other strange beings seem attracted to him as well, such as deranged acrobats and strong men. The circus brings with it a "blight" that turns those it kills into the walking dead.

Lowering the Curtains

Read the following aloud when the group is ready to get to fightin':

Louis Pasteur perks up. "Don't despair, friends. I know how to defeat Ivor. If he is as closely linked to the blight as it seems, then Ivor himself must be infected. I've been developing Bacillus Pasteuria at the Morgan Research Institute – a counter-pathogen that targets and combats his particular virus. If we can inject Ivor with it...well...the results should be..."

Pasteur shrugs. It's clear he doesn't actually know what will happen if Ivor is injected with his serum.

Abram's face grows grim. "We already know Ivor don't stay dead, so this might be our only hope. We're not gonna get close enough to stick 'im without a plan though. But we've been cookin' up an idea."

Abram's Plan

Abram's plan involves two teams. The first team assaults the circus to create a distraction while the other heads to the Morgan Research Institute to retrieve the vaccine. Then the two teams meet at the big top, where Ivor seems to be directing the mayhem.

The posse can choose either task. There are rations, medical supplies and ammunition available if needed, but little else.

Once ready if the posse, move on to **Retrieving the Counter-Pathogen** or **Assault on the Circus**.

Retrieving the Counter-Pathogen

The posse isn't far from the Morgan Research Institute, so getting there just takes a few potshots at random blithed along the way.

The building stands two stories tall and is unfortunately in flames. Pasteur's lab is on the first floor. The heroes are looking for a vial containing a green fluid in a safe under his desk. The scientist gave them the combination before they left.

As they approach the building they hear a loud commotion from within.

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Morgan Research Institute

The lab has been torn apart as if someone was searching for something. Furniture is destroyed, bodies are strung about—some in several pieces. Whoever or whatever did this left a trail of blood leading to Pasteur's lab. The fire feeds on the wooden walls and piles of books and research notes haphazardly strewn about, allowing it to spread quickly. As the posse approaches the door they notice it's been ripped right off the hinges. Read the following out loud:

"You peer through the doorway. In front of you stands a hulking humanoid monstrosity. It has its back turned toward you and large, blade-like bones jut from it's skin. Shackles on the abomination seem to be more for show than actual restraint. Blood drips from the bits of flesh caught in its monstrous claws and everything about its visage drenches you in terror."

Any hombre peering into the lab must make a Fear test (don't forget -4 for the Fear Level!).

After Fear checks are made the encounter begins.

The Harvester is unaware of the posse when the heroes, so a stealthy posse might just get the Drop on it.

🕒 **Harvester:** See page 15.

The Safe, at Last

By this point the building is engulfed in flames. Once the Harvester is defeated, the safe is easily located under the desk. Poses who loiter too long after defeating the Harvester face Vigor checks to avoid Fatigue from heat or smoke inhalation or heat per *Savage Worlds*.

When the posse is confident they're ready to go jump to **The Finale**.



Assault on the Circus

Read the following out loud when the posse finally makes their way to Hawley's circus:

The darkness seems eternal as you trudge out of town toward the circus. The light from burning Gomorra creates an eerie and uncomfortable glow across the silent desert night. It is calm out here. Too calm. Then you hear the blast of a shotgun – and inhuman screams

A successful Notice check reveals the figure with the shotgun is Wendy, fighting off what looks to be a couple of twisted acrobats. A raise shows other figures rushing about – more blighted who can join in if the fight goes on too long.

🎯 **The Flying Popescus:** See page 14.

🎯 **The Brute:** See page 13.

🎯 **Wendy:** See page 18.

This encounter requires team work to overcome. Wendy stays focused on the twins for most of the fight unless the posse requests her help.

Once the circus freaks are defeated or driven off, Wendy joins the posse and they make way for the big top and **The Finale**.

THE FINALE

When the posse arrives at the big top they find Abram waiting outside with Pasteur. A bright light and loud cackling come from within as the sheriff steels himself for the attack. If the players retrieved the serum from Pasteur's office, the scientist nods in solemn acknowledgement. Once everyone is ready, read the following out loud:

Pasteur points at the vial and quietly whispers to you, "Ms. Cheng and I will wait outside while you folks and the sheriff get Ivor's attention. That's the last of the serum so make it count. We only have one shot at this."

As Pasteur and Wendy hurry off to the back of the tent, Abram nods at you and draws Evanor. The Sheriff bows his head, whispers a prayer, kisses the cross on his neck then slowly enters the tent.

"Hawley!"

A silence seems to blow over the circus. Ivor runs his sickly yellow eyes over the assembled posse "Lawmen and outlaws," he whispers. "Natives and foreigners, traitors and muckety-mucks. Is



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this it? The ragged few too stupid to run? You underestimated me once, Abram."

Abram steps forward, raising Evanor and pointing it at Hawley's grotesque figure.

"I think it's you who've underestimated us, Ivor. Win or lose, this ends here tonight."

"You are an entertainer after all, my good Sheriff! Then by all means," Ivor bows, spreads his hands wide, and flicks his cane in a perfect overarm arc, his coattails flapping. "...it's SHOWTIME!"

At this point the final encounter begins. The posse fights Ivor for a few rounds but are unable to damage him. Ivor taunts and hisses at his attackers the first few rounds, enjoying the game. Pasteur rushes into the tent and encourages whoever has the serum. "Now! It must be now!"

The hero then has to hit Ivor with the vial, a Throwing or Fighting roll.

Once that happens, read the following:

The vial smashes on Ivor's chest, soaking through to his putrid skin. He laughs. "What is this? Some creation of your New Science?"

Then you hear something sizzle beneath his tattered suit. "It... BURRRRRNNNNSSS!" the Ringmaster screams!

His veins pulse. Things seem to crawl beneath his skin, throbbing painfully and bursting in sickening buboes of blood and green pus.

There can be no doubt the serum worked. Ivor Hawley is now vulnerable. It's time to strike."

A dozen blighted pour into the tent, as well as the Brute and the Flying Popescus if they're still alive. Ivor attempts to flee as quickly as possible, leaving the Fourth Ring to burn. If he escapes, he might find a way to reconstitute his virulent form – the posse must not let that happen.

 **Ivor Hawley:** *Doomtown RPG Supplement*

- **Blighted (12):** See page 13.

The Curtain Closes

Assuming the posse defeats Ivor, read the following to conclude the tale:

Dawn breaks over Gomorra. Abram drives his blade deep into the chest of the grotesque ringmaster for good measure. Ivor lies motionless, his last breath escaping like with a low, wheezing hiss – like air escaping a balloon.

It's High Noon before the fires are put out and the last survivors are pulled from the rubble of Gomorra.

Ivor's clowns wander aimlessly, and without purpose. Deputies round them up and drag them off to the jail.

The people here have seen their share of tragedy, but they're resilient and stubborn. This dusty ol' town is their home. They're going to rebuild. They always do.



Creatures & Characters

Karl Odett. The Mustachiod Man. He wields an immense amount of control over his patients. This alleged "psychiatric doctor" uses Ivor's abominations to inflict suffering upon the others in his care. He finds pleasure and enjoyment in this "work," sharing an almost supernatural bond with his pestilent horde.

Those who encounter the "good doctor" often question how human he really is.

THE FOURTH RING

Blighted

Blighted are typically fairly fresh walkin' dead, loaded up with pustules, buboes, and other nastiness — all ready to pop and infect anyone else they come in contact with.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6

Pace: 4; **Parry:** 5; **Toughness:** 7

Special Abilities:

- **Claws:** Str+d4.
- **Fearless:** Walkin' dead are immune to Fear and Intimidation.
- **Infection:** Anyone killed by the blighted rises as one themselves in 2d6 rounds.

- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage (except to the head).



The Brute

The Brute is one of Ivor's many sideshow attractions. He's a hulking mass of muscle and not much else. He lacks the capability to hold onto a thought or even basic comprehension of most concepts, let alone actual combat techniques. What the Brute does best is stand in front of his allies and absorb whatever punishment comes his way (which is a lot). Ivor doesn't control the Brute as much as point him in a direction and let him do his thing.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d12+2, Vigor d12+2

Skills: Fighting d8, Guts d12, Intimidation d8, Notice d4, Throwing d8

Cha: -4; **Grit:** 4; **Pace:** 5; **Parry:** 6; **Toughness:** 14



Hindrances: Clueless, Mean, Slowpoke, Ugly, Vow (Major—Serve Ivor and the Fourth Ring)

Edges: Brave, Brawny, Combat Reflexes, Improved Nerves Of Steel, Improved Tough As Nails, Mighty Blow, Reputation

Special Abilities:

- **Hardy:** Shaking the Brute twice does not cause a wound.
- **Only Pawn in Game of Life:** The Brute can barely put two thoughts together; he counts as having animal smarts.
- **Size +2:** The Brute is inhumanly large.
- **Strong as 10 Men:** The closest thing the Brute has to a tactic is picking people up and swinging or throwing them at his adversaries. With an action, he can grab an Extra and use them as an Improvised Weapon (Str+d10). On a successful hit the “weapon” takes the same damage as the target.
- **Tough as a Ghost Steel Train:** The Brute takes a lot of punishment before he finally falls. He can take an extra wound (a maximum of four) before he’s Incapacitated.



The Flying Popescus

Hungarian twins Eszti and Etilka Popescu steal the show as the Fourth Ring’s daredevil aerialists. Away from the bright lights of the big top, these ladies use stealth and magic to procure victims to become the next batch of Pagliaccios. The last thing the Popescus want is a fair fight. If their intended mark resists capture or worse, fights back, the twins use their skills to vanish into the shadows from whence they came. Etilka is the dominant twin. She does most of the talking and leads the casting rituals. The twins use arcane gestures as they speak about the worthlessness of life in the face of an impending apocalypse, unnerving even other Fourth Ring members. The Popescus cast spells together, each performing half of the hex.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d6

Skills: Climbing d10, Fighting d10, Guts d8, Intimidation d6, Notice d6, Riding d6, Spellcasting d8, Stealth d10, Throwing d8

Cha: -1; **Grit:** 5; **Pace:** 8; **Parry:** 9; **Toughness:** 5

Hindrances: Habit (Minor—Speaking of doom), Vow (Major—Serve the Fourth Ring)

Edges: Acrobat, Alertness, Arcane Background (Magic), Assassin, Block, Counterattack, Fleet-



Footed, Improved Dodge, Power Points, Quick, Thief

Powers: *Deflection, invisibility, quickness*; **Power Points:** 20

Gear: Throwing knives (Str+d4).

Special Abilities:

- **Aerial Angels:** The Popescus may make a free Agility Trick each round as long as they are airborne using an aerial apparatus. A favorite is wrapping a cloudswing silk around a victim's neck, then strangling them in midair.
- **Attuned:** The Popescus have a special affinity with magic items. If either sister possesses a Relic of any sort, increase both the twins' Spellcasting dice by one.
- **Twin Link:** The Popescus can only cast hexes if they are within three yards of each other.



The Harvester

The Harvester isn't a your average sideshow attraction. He is a killing machine that Ivor keeps chained in a cage. A hulking abomination, the Harvester is a slow but devastating force that tears through anything standing in its way. It's not often Ivor lets this creature loose, but when he does folks can expect a tough fight and a high body count. Unlike the Brute, the Harvester possesses cunning animal instincts. He can slowly and methodically stalk his quarry. Once he corners a potential victim, the Harvester employs basic tactics and maneuvers to finish off the hapless opponent.

Attributes: Agility d10, Smarts d8 (A), Spirit d8, Strength d12+1, Vigor d8

Skills: Climbing d8, Fighting d8, Intimidation d8, Notice d8, Stealth d8, Swimming d6, Survival d6, Tracking d10

Pace: 6; **Parry:** 6; **Toughness:** 9 (1)

Special Abilities:

- **Armor +1:** Tough hide.
- **Claws:** Str+d8.
- **Fear:** The sight of The Harvester prompts a Fear check.
- **Fearless:** The Harvester is immune to Fear and Intimidation.
- **Improved Frenzy:** The Harvester can make two Fighting attacks each action with no penalty.
- **Quick:** The Harvester redraws any Action Card of five or less.
- **Size +2:** The Harvester stands taller and broader than a human.



Ivor Hawley

Ivor is the leader of the mysterious Fourth Ring circus that appeared at Gomorra's outskirts. Much like the show he puts on, there is something unsettling about the Ringmaster...for good reason, as folks encountering Ivor tend to come out of it the worse for wear. He's got a way of getting people to do what he wishes, either through political intimidation or magical manipulation. Ivor's clowns, acrobats, and sideshow creatures follow in his wake, creating all sorts of trouble. Since Ivor's arrival in Gomorra, plenty of folk have gone missing. It's also no coincidence that a strange new illness has fallen upon the town. While Ivor maintains a civilized and charming appearance, his true visage manifests a more inhuman and horrifying quality.



DEADLANDS: CREATURES & CHARACTERS



Attributes: Agility d8, Smarts d12, Spirit d10, Strength d6, Vigor d12

Skills: Climbing d6, Fighting d10, Gambling d6, Guts d12, Healing d8, Intimidation d10, Investigation d10, Knowledge (Circus) d8, Knowledge (Occult) d12, Notice d10, Persuasion d10, Shooting d6, Spellcasting d12+2, Stealth d8, Streetwise d12, Taunt d8, Throwing d6

Cha: -2; **Grit:** 6; **Pace:** 7; **Parry:** 7; **Toughness:** 8

Hindrances: Arrogant, Bloodthirsty

Edges: Arcane Background (Magic), Charismatic, Command, Dealer's Choice, Followers (The Fourth Ring), Improved High Roller, Improved Level Headed, Leader of Men, Master (Spellcasting), No Mercy, Old Hand, Power Points, Power Surge, Rich, Snake Oil Salesman, True Grit

Powers: Bolt, deflection, puppet; **Power Points:** 20

Gear: Whip (Str+d4, Parry -1, Reach +2), Colt Dragoon (12/24/48, 2d6+1, RoF 1, AP 1), first edition copy of *The Life Of P.T. Barnum*.

Special Abilities:

- **Immortal:** Ivor can be wounded and even Incapacitated, but while he still has the plague, he always comes back in 1d6 days.

- **Plaguebearer:** Ivor's hexes all have a slightly pestilential Trapping. Anyone damaged by any attack he makes (including magic) must roll Vigor or contract The Blight (see below).
- **Roll Up, Roll Up:** Once per day, if Ivor enters combat, he casts two hexes before initiative is dealt. This doesn't count as an action.
- **The Blight:** Ivor is responsible for the plague that has infected Gomorra. Anyone who comes into direct contact with an infected victim (including Ivor—and yes, that means melee attacks too, Marshal) must pass a Vigor check or become infected too. Treat this as the Ailin' (Minor) Hindrance. If the poor sodbuster was already Ailin', it becomes a Major Hindrance. Anyone who dies from the infection returns as a Blighted. Treatment with the vaccine cures The Blight in 1d4 days.
- **Weakness (An Ounce Of Prevention):** If Ivor is Incapacitated after he's been administered the vaccine, then he truly faces his final curtain.



Karl Odett (The Mustachioed Man)

Ivor brought Karl Odett to Gomorra to run his fake sanatoriums. His real job, besides making the people of Doomtownt think he was helping the blighted, was to monitor and improve the disease.

Karl is a plump, penguin-like man with a greasy black comb-over and nearly translucent pale skin. Atop his toothy, sinister grin sits a handlebar mustache.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d6, Guts d12, Intimidation d8, Knowledge (Psychology) d10, Notice d4, Persuasion d8

Cha: -2; **Grit:** 3; **Pace:** 5; **Parry:** 5; **Toughness:** 7

Hindrances: Mean, Obese, Vow (Major – Serve Ivor and the Fourth Ring)

Edges: Brave

Gear: Bone saw (Str+d4).

Special Abilities:

- **Hardy:** Shaking Karl twice does not cause a wound.
- **Regeneration (Fast):** Karl makes a Vigor roll as a free action at the start of his turn. A success restores one wound and a raise restores two.
- **Weakness (Head):** Karl can't rebuild himself without his twisted (and infected!) brain! If a called shot to the head Incapacitates him, he cannot regenerate.

Pagliaccio

Ivor's always scouting fresh "talent," and his troupe of listless clowns seems to have endless ranks. Pagliaccios are the circus's newest recruits. It's likely none of them volunteered for the gig, and even more certain that they remain unaware of their fate. Unfortunately, that doesn't make the people who were around in their former lives oblivious. There's a chance your heroes recognize the face of an acquaintance, friend, or even a family member among the Pagliaccios.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Intimidation d8, Notice d6, Repair d6, Shooting d6, Stealth d6, Taunt d6, Throwing d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7

Hindrances: –

Edges: –

Gear: Pagliaccios come armed with whatever Hawley feels they need to do the job.

Special Abilities:

- **Familiar Face:** Pagliaccios are townsfolk that have been "recruited" into Hawley's service. Anyone who knew one in their previous life can make a Notice roll on seeing them to recognize them under their makeup.
- **Fearless:** Pagliaccios are immune to Fear and Intimidation
- **Undead:** +2 Toughness, +2 to recover from Shaken, Called Shots do no extra damage.



Tyxarglenak

Ivor's trusty gremlin is skilled at being a distraction and creating mischief. While not particularly sneaky, Tyxarglenak tends to go unnoticed by adults. Some of Gomorra's kids, however, have spotted Tyx around town and have taken it upon themselves to track the lil' varmint down. He's a troublemaker to his core – but when Ivor comes calling, you better believe the lil' gremlin listens. There's more to Tyx than meets the eye. Once unleashed, Tyxarglenak transforms from a cute little goblin and becomes a towering demon of immense anger and strength.

Attributes: Agility d10, Smarts d6, Spirit d4, Strength d4, Vigor d6

Skills: Climbing d10, Fighting d8, Lockpicking d10, Guts d4, Notice d8, Stealth d10, Swimming d10

Pace: 6; **Parry:** 6; **Toughness:** 4

Special Abilities:

- **Claws:** Str+d4.
- **Bite:** Str+d8. Tyxarglenak's teeth can cut through anything – they count as a Heavy Weapon.
- **Jinx:** Gremlins cause mechanical items to Malfunction. Any gizmo infected by gremlins malfunctions on a skill die roll of 1 or 2. Mundane devices Malfunction on a skill die roll of 1. If the character using the device has the All Thumbs Hindrance, increase this range by 1. Gizmos and Infernal Devices Malfunction in the usual fashion, while mundane devices simply stop working.
- **Lightning Rod:** When in the presence of other Fourth Ring members, Tyxarglenak magically draws fire away from them. Within 3" of Tyxarglenak, attacks against Fourth Ring members suffer -2 to hit. Any attacks that

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miss by this increased margin hit Tyxarglenak instead.

- **Size -1:** He's a pesky little so-and-so.
- **Transformation:** Tyxarglenak is only bound into his tiny shape by Hawley's magic. At a word from his master, Tyxarglenak transforms from a cute little creature into a towering monstrosity. In his true form his Size increases to +8 (with Toughness 13 and Strength d12+6)! He retains all his abilities (and Weakness) when transformed.
- **Weakness (Sweet Tooth):** Even in his demonic form, Tyxarglenak can't resist a tasty candy or a particularly shiny object. Smarts or Agility Tricks involving such objects gain a +4 bonus against Tyxarglenak.

LAW DOGS & OUTLAWS



Abram Grothe

Abram Grothe is athletic in build, with flowing black hair. A cross hangs from his neck, a sign of his intense devotion to a greater power. From his hip, hangs Evanor - a divine blade that is more than just for show. Abram knows his blade work as well as he knows his Bible. He's able to channel his immense faith to perform miracles large and small. He holds on other thing in high regard - the Law. So much so that upon the death of Dave Montreal, Abram took up the Sheriff's star and recruited



devout men to serve along side him in his fight for the soul of Gomorra

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Faith d10, Fighting d6, Guts d8, Knowledge (Law) d4, Intimidation d8, Notice d8, Persuasion d8, Riding d8, Shooting d8

Cha: +2; **Grit:** 3; **Pace:** 8; **Parry:** 5; **Toughness:** 6

Hindrances: Loyal, Overconfident, Vengeful (Major)

Edges: Arcane Background (Miracles), Brave, Charismatic, Fate's Favorite

Powers: Bless, deflection, healing, protection, smite;

Power Points: 20

Gear: Winchester rifle (Range 24/48/96, Damage 2d8, RoF 1, AP 2).



Xiong "Wendy" Cheng

Wendy Cheng came to Gomorra from China (spending a brief time in Shan Fan) with her late father Tao "T.C." Cheng. She has few memories of her native China. As a Law Dog deputy, she fiercely defends her adopted home. She sees Lucy Clover, who also lost everything, as a younger version of herself. Wendy considers herself both a surrogate parent and mentor to Lucy. While T.C. was well-versed in martial arts, Wendy relies on her trusty double-barrel shotgun. She has seen too much killing and prefers to use the butt of her shotgun to deliver a well-placed knock to the noggin.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d6

Skills: Fighting d10, Guts d8, Intimidation d6, Knowledge (Law) d4, Notice d8, Persuasion d6, Riding d6, Shooting d8, Stealth d6, Streetwise d6, Throwing d6, Tracking d6

Cha: 0; **Grit:** 4; **Pace:** 6; **Parry:** 8; **Toughness:** 5

Hindrances: Loyal, Pacifist (Minor), Vow (Major - Protect Lucy)

Edges: Block, First Strike, Level Headed, Marksman, Martial Arts, Quick Draw, Speed Load, Trademark Weapon (Shotgun)

Gear: Double-barrel shotgun (Range 12/24/48, Range 1-3d6, RoF 1-2, Shooting +2).



Lucinda "Lucy" Clover

Lucy is 19 years old, but looks and acts younger. Originally from Ghost Creek, Lucy lost her home and family during the otherworldly storm that devastated Gomorra and the

surrounding area. She is impulsive, fearless, and often needs to be restrained by the other Law Dogs from immediately going after lawbreakers. She and Wendy Cheng have gone through similar travails and have become inseparable comrades in arms.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Guts d10, Knowledge (Law) d4, Notice d6, Persuasion d6, Riding d6, Shooting d8, Taunt d6

Cha: 0; **Grit:** 3; **Pace:** 8; **Parry:** 5; **Toughness:** 6

Hindrances: Loyal, Overconfident, Vengeful (Major)

Edges: Brave, Knack (Storm Born), Marksman, Pistolero, Quick, Seen the Elephant

Gear: Colt Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1).



Louis Pasteur

A man of the new science, Louis Pasteur hails from France and was brought to the Maze after receiving a telegraph from the now deceased owner of the Morgan Cattle Company. A specialist in biology, his fascination with disease prevention led him to theorize he could improve the herd of cattle belonging to the company's heiress, Lillian Morgan.



Anxious to bring about an end to famine across the globe, he settled in Gomorra to begin his research.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d6

Skills: Driving d4, Guts d6, Knowledge (Science) d10, Notice d8, Repair d4, Shooting d4, Weird Science d10

Cha: 0; **Grit:** 2; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Curious, Vow (Major — Cure diseases)



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Edges: Arcane Background (Weird Science)

Powers: Tissue hardener (*armor*), booster shot (*heal*), vitamin shot (*raise / lower Trait*); **Power Points:** 25

Gear: Gadgets, medical kit filled with various glowing serums!



Sloane

Sloane leads the gang named for her. She is a rough-hewn woman, a deadly shot, and the gang both respects and fears her shooting prowess. While dangerous on her own, her marksmanship derives from the Legendary Holster (see below). The holster *is* Sloane and contains an ancient demon that controls its wearer, who becomes the “new Sloane.”

Attributes: Agility d10, Smarts d10, Spirit d8, Strength d8, Vigor d10

Skills: Fighting d8, Gambling d8, Guts d10, Intimidation d10, Lockpicking d6, Notice d8, Persuasion d6, Repair d6, Riding d10, Shooting d12+2, Stealth d8, Streetwise d6, Throwing d6, Tracking d6

Cha: -6; **Grit:** 5; **Dominion:** -4; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Hindrances: Bloodthirsty, Grim Servant of Death, Mean, Wanted (Major),

Edges: Behold a Pale Horse, Command, Command Presence, Deadshot, Followers (Sloane Gang), Hold the Line!, Improved Hip-Shooting, Improved Nerves of Steel, Improved Trademark Weapon (×2), Leader of Men, Marksman, Master (Shooting), No Mercy,



Pistolero, Quick, Reputation, Steady Hands, Tactician

Gear: 2× Colt Peacemakers (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1).

Special Abilities:

- **Legendary Holster:** Sloane currently holds and is controlled by the Legendary Holster Relic. If the holster is taken from her or destroyed, she loses her negative Dominion (see **Harrowed** in the *Deadlands Marshal's Handbook*) and comes to her senses. If this happens, Sloane is trapped in the holster, and Jessica is returned to her former self: Reduce her Shooting to d10, and take away the edges associated with the holster (She still has Hip-Shooting, but not the Improved version).

RELICS

Legendary Holster

A seemingly normal holster, this relic has taken many forms over many eras. It houses a demon who goes by “Sloane.” The wearer gains supernatural leadership and gunfighting abilities—at the cost of their own identity. Sloane consumes the wearer and uses their physical form as a vessel for his own spirit so that he may create chaos. A particularly hard-headed hombre can break the curse—but not many can win the initial battle of wills.

- **Power:** The wearer gains the following Edges: Hold The Line!, Improved Hip-Shooting, Leader Of Men, Master (Shooting), Tactician.
- **Taint:** The moment someone wears the Legendary Holster, the demon attempts to take control. Make an immediate Dominion roll (see **Harrowed** in the *Deadlands Marshal's Handbook*) at -4. If the spirited sodbuster manages to beat Sloane in this, let them believe they've won... for now. Continue to make Dominion rolls as you would if the shootist was Harrowed—these rolls are always made as if the hero's dominion was -4. If the unlucky cowpoke was already Harrowed, add an additional +1 to the demon's spirit rolls, as it tricks the manitou into thinking it will let it take over full control if it assists.